Notice of Allowability	Application No.	Applicant(s)	
	10/622,884	COSMAN ET AL.	
	Examiner	Art Unit	
	LUU MATTHEW	3663	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address--

All claims being allowable, PROSECUTION ON THE MERITS IS (OR REMAINS) CLOSED in this application. If not included herewith (or previously mailed), a Notice of Allowance (PTOL-85) or other appropriate communication will be mailed in due course. **THIS NOTICE OF ALLOWABILITY IS NOT A GRANT OF PATENT RIGHTS.** This application is subject to withdrawal from issue at the initiative of the Office or upon petition by the applicant. See 37 CFR 1.313 and MPEP 1308.

1. ☒ This communication is responsive to *the amendment after final rejection filed March 22, 2004*.

2. ☒ The allowed claim(s) is/are *1, 3, 4, 39 and 41-51; which are renumbered to claims 1-15*.

3. ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
   a) ☐ All b) ☐ Some* c) ☐ None of the:
      1. ☐ Certified copies of the priority documents have been received.
      2. ☐ Certified copies of the priority documents have been received in Application No. _____ .
      3. ☐ Copies of the certified copies of the priority documents have been received in this national stage application from the International Bureau (PCT Rule 17.2(a)).

   * Certified copies not received: _____.

Applicant has THREE MONTHS FROM THE "MAILING DATE" of this communication to file a reply complying with the requirements noted below. Failure to timely comply will result in ABANDONMENT of this application.
THIS THREE-MONTH PERIOD IS NOT EXTENDABLE.

4. ☐ A SUBSTITUTE OATH OR DECLARATION must be submitted. Note the attached EXAMINER'S AMENDMENT or NOTICE OF INFORMAL PATENT APPLICATION (PTO-152) which gives reason(s) why the oath or declaration is deficient.

5. ☐ CORRECTED DRAWINGS (as "replacement sheets") must be submitted.
   (a) ☐ including changes required by the Notice of Draftsperson's Patent Drawing Review (PTO-948) attached
      1) ☐ hereto or 2) ☐ to Paper No./Mail Date _____.
   (b) ☐ including changes required by the attached Examiner's Amendment / Comment or in the Office action of Paper No./Mail Date _____.

   Identifying indicia such as the application number (see 37 CFR 1.84(c)) should be written on the drawings in the front (not the back) of each sheet. Replacement sheet(s) should be labeled as such in the header according to 37 CFR 1.121(d).

6. ☐ DEPOSIT OF and/or INFORMATION about the deposit of BIOLOGICAL MATERIAL must be submitted. Note the attached Examiner's comment regarding REQUIREMENT FOR THE DEPOSIT OF BIOLOGICAL MATERIAL.

Attachment(s)

1. ☐ Notice of References Cited (PTO-892)
2. ☐ Notice of Draftperson's Patent Drawing Review (PTO-948)
3. ☐ Information Disclosure Statements (PTO-1449 or PTO/SB/08), Paper No./Mail Date _____
4. ☐ Examiner's Comment Regarding Requirement for Deposit of Biological Material
5. ☐ Notice of Informal Patent Application (PTO-152)
6. ☐ Interview Summary (PTO-413), Paper No./Mail Date _____ .
7. ☐ Examiner's Amendment/Comment
8. ☐ Examiner's Statement of Reasons for Allowance
9. ☐ Other _____

MATTHEW LUU
PRIMARY EXAMINER

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (currently amended) A method for combining independent scene layers to form computer generated environments, comprising the steps of:

constructing a terrain layer using stored terrain data;

generating a feature layer using feature layer data that is configured to be modified independently and stored separately from the stored terrain data; ~~and~~

applying different run-time response rules to the terrain layer and the feature layer;

combining the feature layer and the terrain layer to form a composite environment; and

rendering the composite environment for viewing.

2. (cancelled)

3. (original) A method as in claim 1, wherein the step of generating a feature layer further comprises the step of generating a plurality of feature layers that are configured to be combined together with other feature and terrain layers.

4. (original) A method as in claim 1, further comprising the step of determining the locations of features in the feature layer in reference to the terrain layer.

5-38. (cancelled)

39. (previously presented) A method as in claim ~~21~~ 1, wherein the step of rendering the composite environment for viewing further comprises the step of resolving conflicts between layers.

40. (cancelled)

41. (previously presented) A method as in claim 1, further comprising the step of defining different run-time response rules for the terrain layer and the feature layer.

42. (previously presented) A method as in claim 41, wherein the step of defining different run-time response rules for the terrain layer and the feature layer further comprises providing a level-of-detail control for the terrain layer and a separate level-of-detail control for the feature layer.

43. (previously presented) A method as in claim 41, wherein the step of defining different run-time response rules for the terrain layer and the feature layer further comprises specifying a field-of-view control for the terrain layer and a separate field-of-view control for the feature layer.

44. (previously presented) A method as in claim 1, further comprising the steps of:

modifying the feature layer; and

recompiling the feature layer independently from the terrain layer.

45. (previously presented) A method for combining independent scene layers to form computer generated environments, comprising the steps of:

a. constructing a terrain layer using stored terrain data;
b. generating a feature layer using feature layer data that is stored separately from the stored terrain data;
c. combining the feature layer and the terrain layer to form a composite environment; and
d. defining a run-time response rule for the terrain layer and a different run-time response rule for the feature layer.

46. (previously presented) A method as in claim 45, wherein the step of defining different run-time response rules for the terrain layer and the feature layer further comprises providing a level-of-detail control for the terrain layer and a separate level-of-detail control for the feature layer.

47. (previously presented) A method as in claim 45, wherein the step of defining different run-time response rules for the terrain layer and the feature layer further comprises specifying a field-of-view control for the terrain layer and a separate field-of-view control for the feature layer.

48. (previously presented) A method for combining independent scene layers to form computer generated environments, comprising the steps of:

constructing a terrain layer using stored terrain data;

generating a feature layer using feature layer data that is configured to be modified independently and stored separately from the stored terrain data;

combining the feature layer and the terrain layer to form a composite environment; and

defining a run-time response rule for the terrain layer and a different run-time response rule for the feature layer.

49. (previously presented) A method as in claim 48, further comprising the step of rendering the composite environment for viewing.

50. (previously presented) A method as in claim 49, wherein the step of rendering the composite environment for viewing further comprises the step of applying different run-time response rules to the terrain layer and the feature layer

51. (previously presented) A method as in claim 49, wherein the step of rendering the composite environment for viewing further comprises the step of resolving conflicts between layers